



Field of Dreams Tournament Series

At The Field of Dreams – Central Indiana's Only ALL TURF Facility

2018 NYB TOURNAMENT RULES: 7U – 8U

Updated 4/27/2018

NO GUM OR SUNFLOWER SEEDS ARE ALLOWED AT NYB DUE TO THE ALL TURF INFIELDS. ANYONE FOUND VIOLATING THIS RULE CAN BE ASKED TO LEAVE THE FACILITY!

COACHES ARE RESPONSIBLE FOR ENSURING PLAYERS ARE FOLLOWING THIS RULE. IF PLAYERS ARE FOUND WITH GUM OR SEEDS, THE HEAD COACH WILL BE EJECTED FROM THE GAME. FUTURE VIOLATIONS CAN INCLUDE BANNING FROM NYB.

POLICIES & PROCEDURES

1. The age cut-off date for the tournament is May 1st. There will be no exceptions for this rule.
2. All judgment calls by an umpire may not be protested or argued. Umpires have the final say. Rules protests can be made to the Tournament Director. All rulings by the Tournament Director are final.
3. No Protested Games: Rules interpretation may be argued as soon as the dispute arises. The umpire and/or Tournament Director will resolve the dispute before play resumes. All decisions are final.
4. Coaches are responsible for the behavior of the team and fans. No arguing or poor sportsmanship from players, coaches, parent's, and fan's will be tolerated. Any team violating this rule will be given one (1) warning, the second, the individual guilty-coach, player, parent or fan, will be suspended from the current game and the next upcoming game. A suspended coach, player, parent or fan will be removed from the entire park.
5. Home Team Designation: Home team designation is predetermined randomly. For all Tournament games: the team with the best seed will determine Home team designation. For the Championship game, a coin toss will be used if both teams have the same seed number from their respective pools.
6. Grace Period: A 10-minute grace period will be extended after the scheduled start of the game. If, after this period of time has expired and a team has not shown itself ready to play, the game will be forfeited 7-0.
7. Minimum Players to Play: The minimum number of players to start and finish a game is eight (8). There will be an automatic out in the 9th batting position. Each team can field ten (10) players including a pitcher's helper, catcher, four (4) infielders and four (4) outfielders. No defensive coaches are allowed in the field of play to help provide instruction to the outfield.
8. Complete game: Games will consist of six (6) innings, however, it is considered a complete game after 3 innings or if the home team is winning after 2 ½ innings. The 10-run rule will apply after four (4) innings. In the championship game, a 15-run rule will apply after four (4) innings. There is a six (6) run maximum per inning. The sixth inning (or extra) is unlimited.
9. Time Limit: The start time shall begin with the conclusion of the coaches meeting. A one (1) hour thirty (30) minute time limit is in effect for all games except the elimination game which will be one (1) hour and



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(45) minutes. There will be no time limit on the championship game. A new inning cannot start after the time limit has expired. Game time will stop (5 minutes max) for any serious injury.

10. Playing Time: All players (except in the case of an injury) must play a minimum of two (2) innings in a six (6)-inning game.
11. The Tournament Director may modify the number or length of games when necessary due to weather, field, or scheduling issues. This includes modifying the time limit if games get backed up. It is NYB's goal to play all games scheduled and we will work to get all games in. The tournament is for the player.
12. Parents and coaches can get excited. Fans can not involve themselves in the game. All questions for the umpires and directors are to come from the coaches only.
13. Coaches are responsible for the conduct of their fans. Any fan involving themselves in the game will not be tolerated. Fans ejected will not be able to return to the facility for the remainder of the tournament.
14. Coaches ejected must sit out the next game as well.
15. Entry fee includes baseballs

PITCHING & BATTING RULES

1. The team will bat all dressed players.
2. There are no bat restrictions.
3. A batter throwing his/her bat or helmet will be given one (1) team warning. A second offense by any batter will be considered out.
4. If a batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit.
5. Each batter will receive a maximum of seven (7) pitches or three (3) strikes in order to put the ball in play. If the seventh (7th), eighth (8) or any subsequent pitch is fouled, the batter gets an additional pitch. The batter is out after 3 strikes.
6. No walks.
7. Coaches will pitch overhand no closer than 35 feet from the batter. This distance is within the dirt area in front of the pitcher's mound. Coaches are not permitted to pitch from the infield grass. Coaches will receive one (1) warning, then a strike will be added to the count for each infraction.
8. The pitcher's helper must wear a helmet and will position themselves within 6 feet of the adult pitcher, but not in front of them. This distance is typically around the edge of the pitching mound.



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9. It is recommended that coach pitchers should try to leave the field (away from the play and toward foul territory) after the ball is hit.

GAME RULES

1. To speed up the game, the speedy rule will apply for the catcher on base. This rule applies to the player who will be playing the Catcher position in the very next defensive inning ONLY. If the Catcher is on base, with two (2) outs, he can be replaced with another runner. The runner, who substitutes for the catcher on base, will be the player who made the last out. The base runner that is replaced MUST catch the complete next inning.
2. Free substitution is allowed.
3. Infield fly rule will not apply.
4. Dropped 3rd strike will not apply.
5. Leads offs and stealing will not apply.
6. There will be no completely replayed games. If the game has gone at least four (4) innings, then it will constitute a complete game. 3 ½ innings, if the home team is ahead.
7. If a game is suspended in the middle of an inning due to weather or darkness and has completed the minimum number of innings to constitute it as a completed game, then the final result of that game will revert back to the previous full inning played.
8. A runner may leave the base after the ball passes the home plate. If the umpire determines that a base runner leaves early, the team will be given a warning. Any other occurrences will result in the base runner being called OUT.
9. Stopping the lead runner – play will continue until the UMPIRE calls timeout. Defensive players will not be able to call timeout to stop the progress of the base runners. Until the umpire calls timeout, all base runners may still advance. The umpire will call timeout, when the forward progress of the lead runner is halted by the actions of a defensive player, and the defense is not attempting to make a play on the base runner. This does not require a step back to the base. Once the forward progress of the lead runner is halted and the umpire calls timeout, all base runners that are not at least halfway to the next base, must return to the previous base.
10. Slide or avoid contact at all bases. A player not sliding may be considered out in the judgment of the umpire, and the play is considered dead. Once the play is considered dead, all other base runners must return to their previous base and may not advance. Base runners attempting to score must slide at home plate unless in the umpire's judgment, contact is not likely without sliding.
11. Interference:
 - a. A coach cannot touch or assist a player between the bases during a play. This is an automatic out.
 - b. Base runners who intentionally interfere with the defensive player will be called out.



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- c. Defensive players must remain out of the base paths and not block bases or home plate. If a Defensive player interferes with the base runner or intentionally blocks a base or home plate, the player is automatically awarded the base he was heading towards.
12. Over Throws. Over throws that land in out of play territory shall result in the base runner(s) advancing only one base.
 13. Injured Base Runner. The last player to make an out will replace any player sustaining an injury while running on base.
 14. Tie breaker is broken down as follows:
 - a. Head to Head
 - b. Fewest runs allowed
 - c. Run differential – (Lowest total versus largest to prevent a team to run up a score)
 - d. Runs Scored
 - e. Coin toss

SCHEDULING CHANGES/UPDATES

NYB reserves the right to alter the tournament schedule as deemed necessary to benefit the overall tournament. Changes could be due to weather or other scheduling delays. All schedule changes will be communicated with the following tools:

- Twitter: Follow @nybinfo for updates/notifications
- Install the Tourney Machine app and follow the specific tournament to view schedules and receive notifications of changes.

RULES CHANGES/EXCEPTIONS

NYB maintains the right to alter or modify the tournament rules at any time without prior notice.